

INTRODUCING MIDWAY'S NEW

mini myte VIDEO GAMES

SERIES

New SPACE SAVERS!

Just 34 sq. ft. of floor space — that's all these MINI-MYTES require. Ideal for locations where space is limited.

New PROFIT MAKERS!

3 games in the space of 2 standard arcade models means 1/3 more play-action and profits with popular, exciting Midway games.

STANDARD ARCADE MODEL

MINI-MYTE MODEL



New MARKET OPENERS!

Now...expand to more locations and an entire new range of players!

Compact, attractive MINI-MYTE units are perfect for theater and hotel lobbies, restaurants, retail stores, lounges, clubs, waiting rooms, transportation centers—just about anywhere to entertain customers during waiting time.

SPACE ENCOUNTERS

First of the MINI-MYTE Series!

A proved sure-fire attraction! Exciting space battle with a challenge that intrigues players. The mission is to guide an *Assault Ship* and score points destroying alien space ships, dodging enemy fire and avoiding contact with Space Channel walls. Requires skill, agility and concentration.



MIDWAY
MFG. CO.

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Covers on screen
mechanically reproduced

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Score

Up to six digits.
Maximum: 999,999.

Alien Defenders

Squadrons of aliens in various shapes and point values.

Descending Targets

Attacking aliens that fire missiles at Assault Ship.

Space Channel

Rushing waves of walls that threaten to close-in on Assault Ship.

Mission Control

Steers and maneuvers Assault Ship on mission.

Colors on screen
merchandise registered.

**Speed Score**

Extra points for Assault Ship in motion.

Game Time

Adjustable for 45, 60, 75 or 90 seconds.

***Bonus Time**

Additional Assault Ships are earned at 3 increasing high score levels (adjustable) for continued play after game time has expired.

Assault Ship

Player's attack unit that must avoid alien missiles and destroy enemy targets.

Trigger Firing Mechanism

Press to fire missiles from Assault Ship at alien targets.

SCORING

1st Rack 6 Aliens 2nd Rack 10 Aliens 3rd Rack 12 Aliens 4th Rack 14 Aliens



20
POINTS



30
POINTS



40
POINTS



50
POINTS



250
POINTS

Time Lapse Target



100—500
POINTS



* Bonus Assault Ship awarded at high score levels for continued play beyond game time.

MIDWAY'S NEW mini myte **SPACE ENCOUNTERS** VIDEO GAME

Challenging Cosmic Missions!

The player maneuvers the Assault Ship with the Mission Control stick. The object is to evade alien missiles and destroy attackers using the Trigger Firing Mechanism. Hits are accompanied by a "crash" roar and flashing bursts of light. Each rack introduces a new group of Alien Defenders with increasing point value. If Assault Ship is hit or runs into Space Channel walls, it is tossed into a galaxy void, returns to base, and starts again. Sonic beeping sounds announce the arrival of Enemy Space Ships, that when hit, score extra points and introduce the Time Lapse Target for additional scoring opportunities. Speed Score points are earned by guiding the Assault Ship up the channel with the Mission Control stick. At the end of the game, the Speed Score is added to the hit score for grand total.



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